

FIG.1

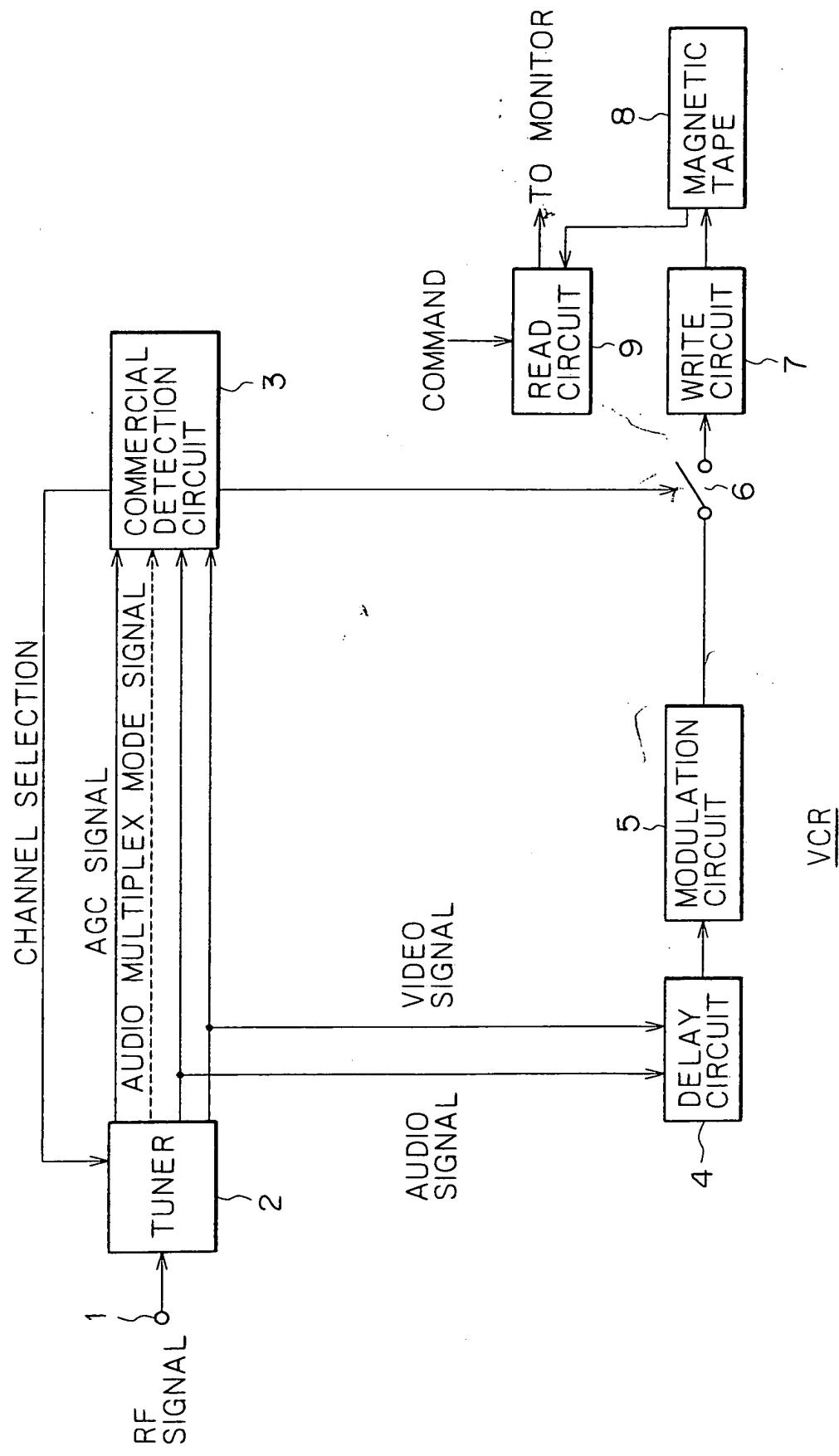


FIG. 2

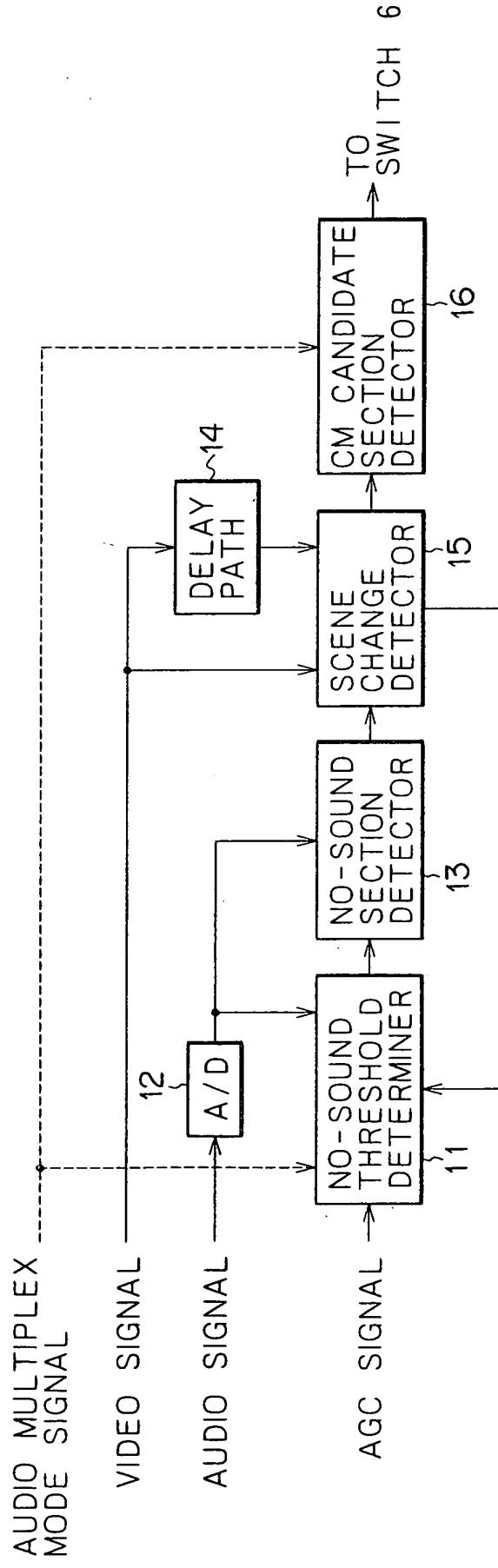


FIG. 3

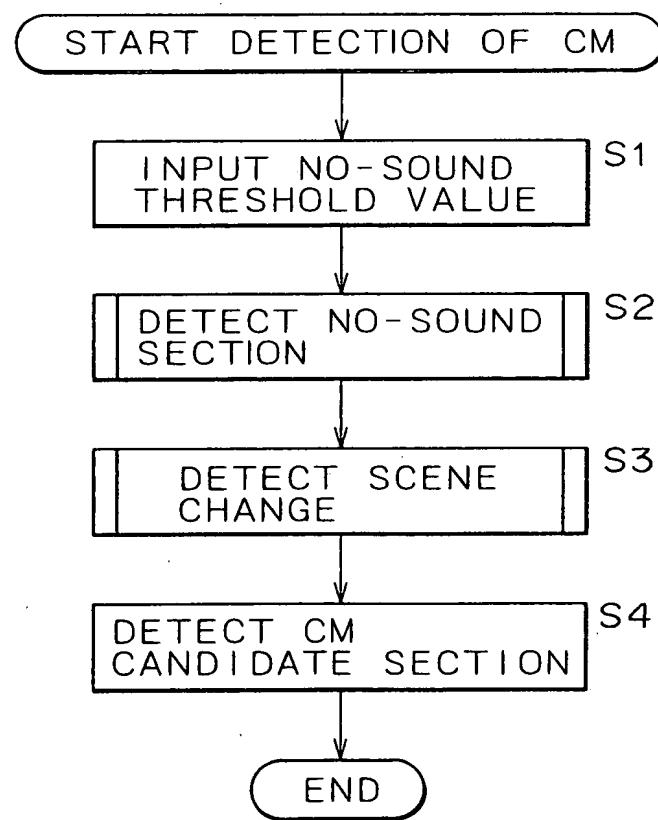
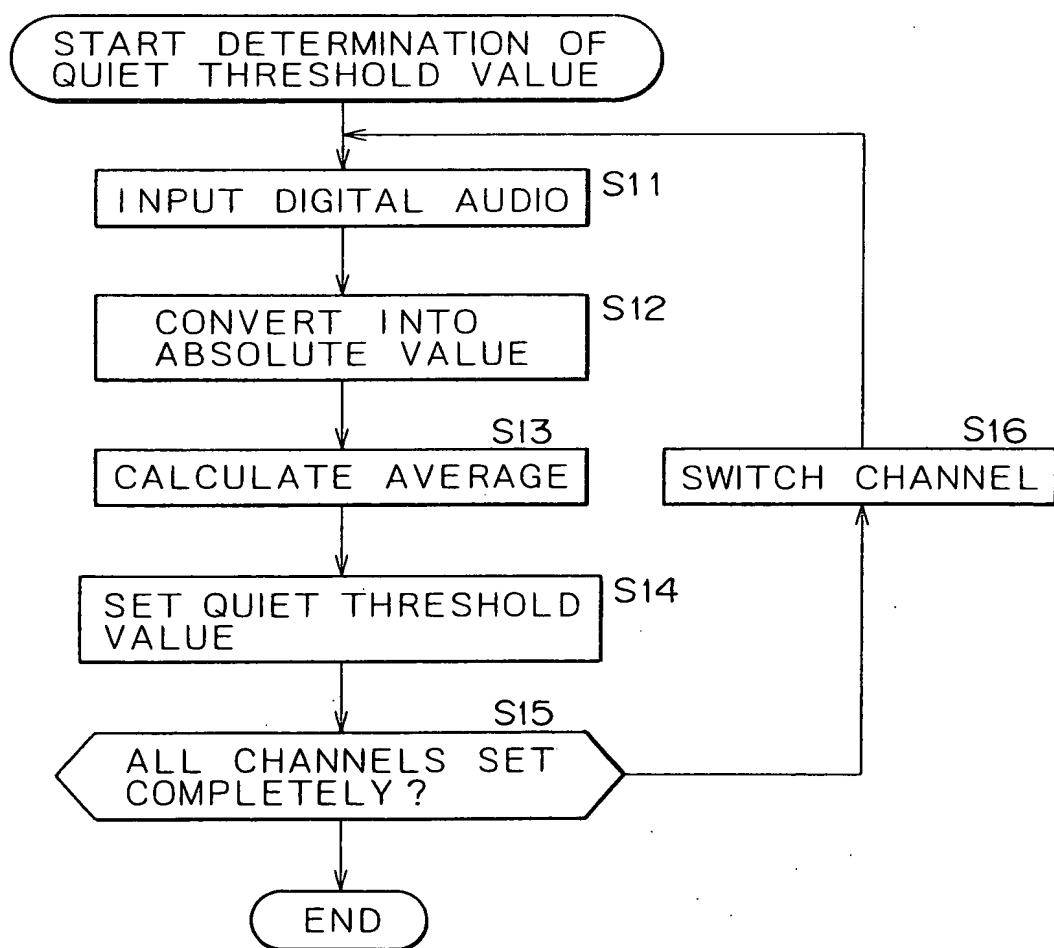
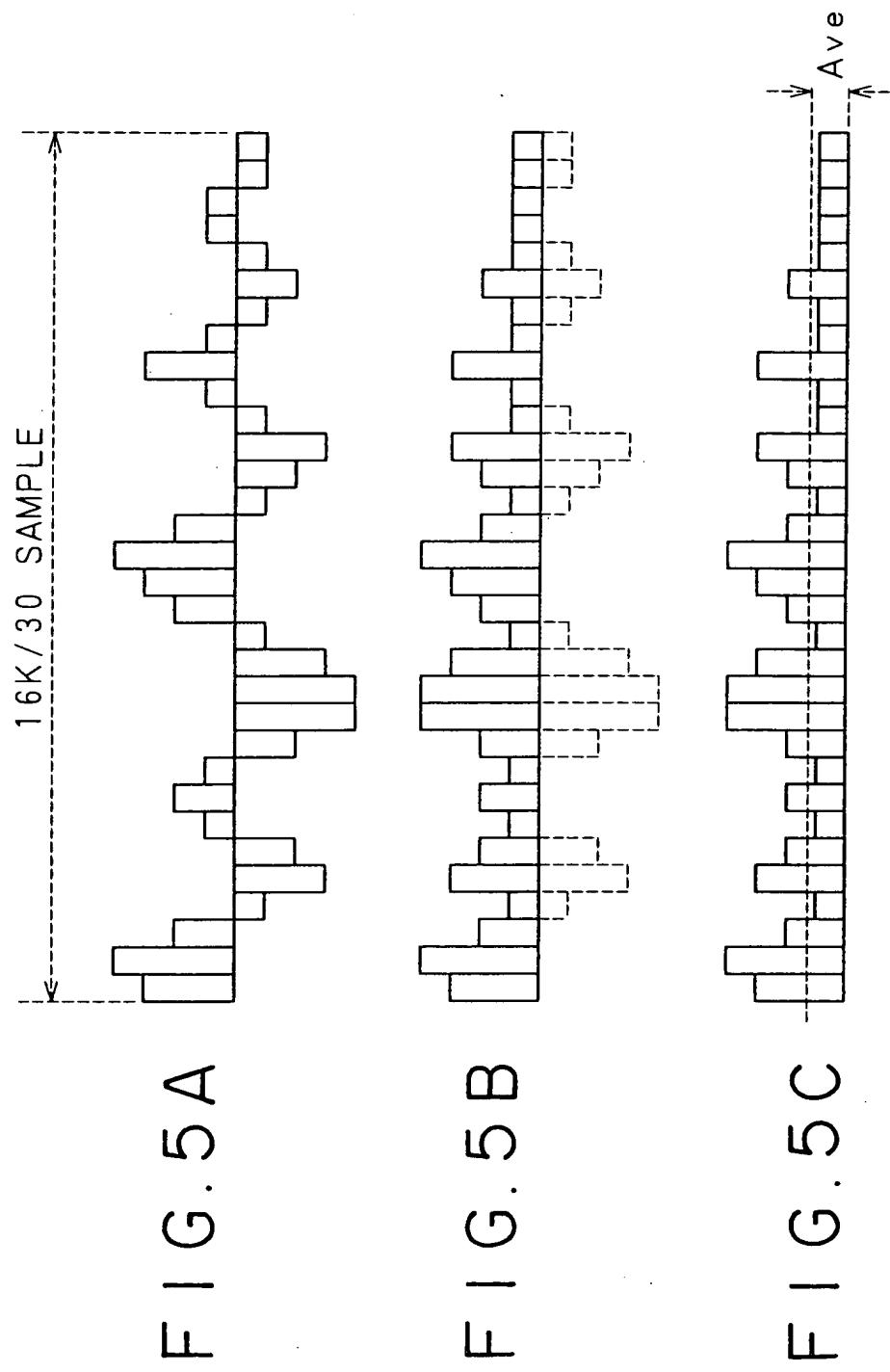


FIG. 4





F I G. 6

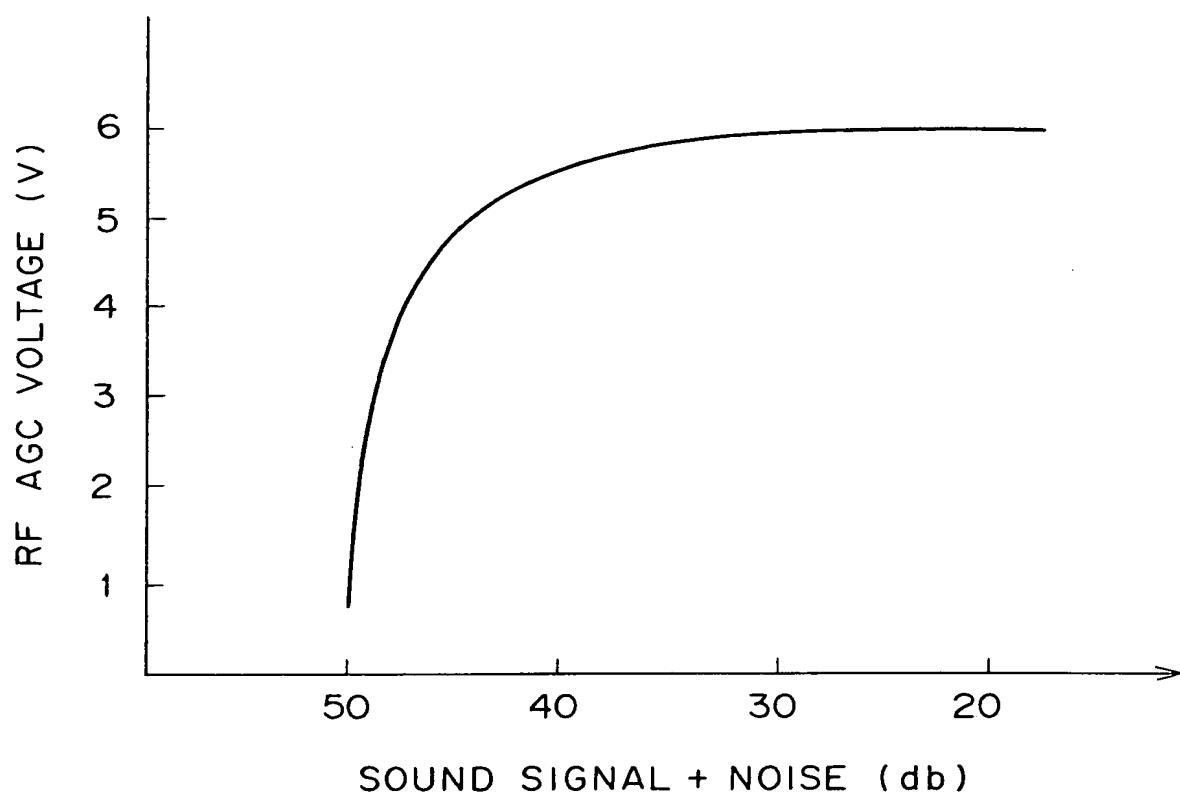
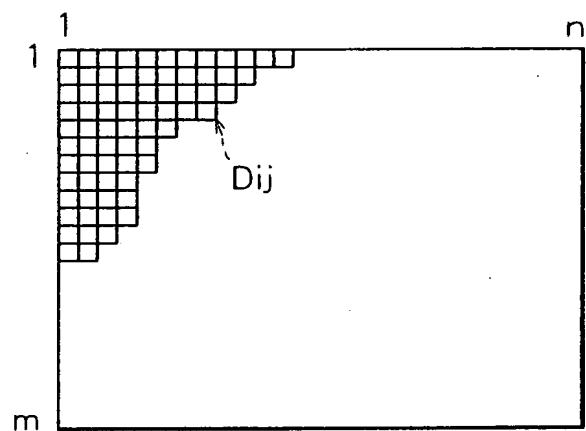


FIG. 7

DELAYED IMAGE



$$Y_A = \frac{\sum_{i=1}^n \sum_{j=1}^m D_{ij}}{n \times m}$$

FIG. 8

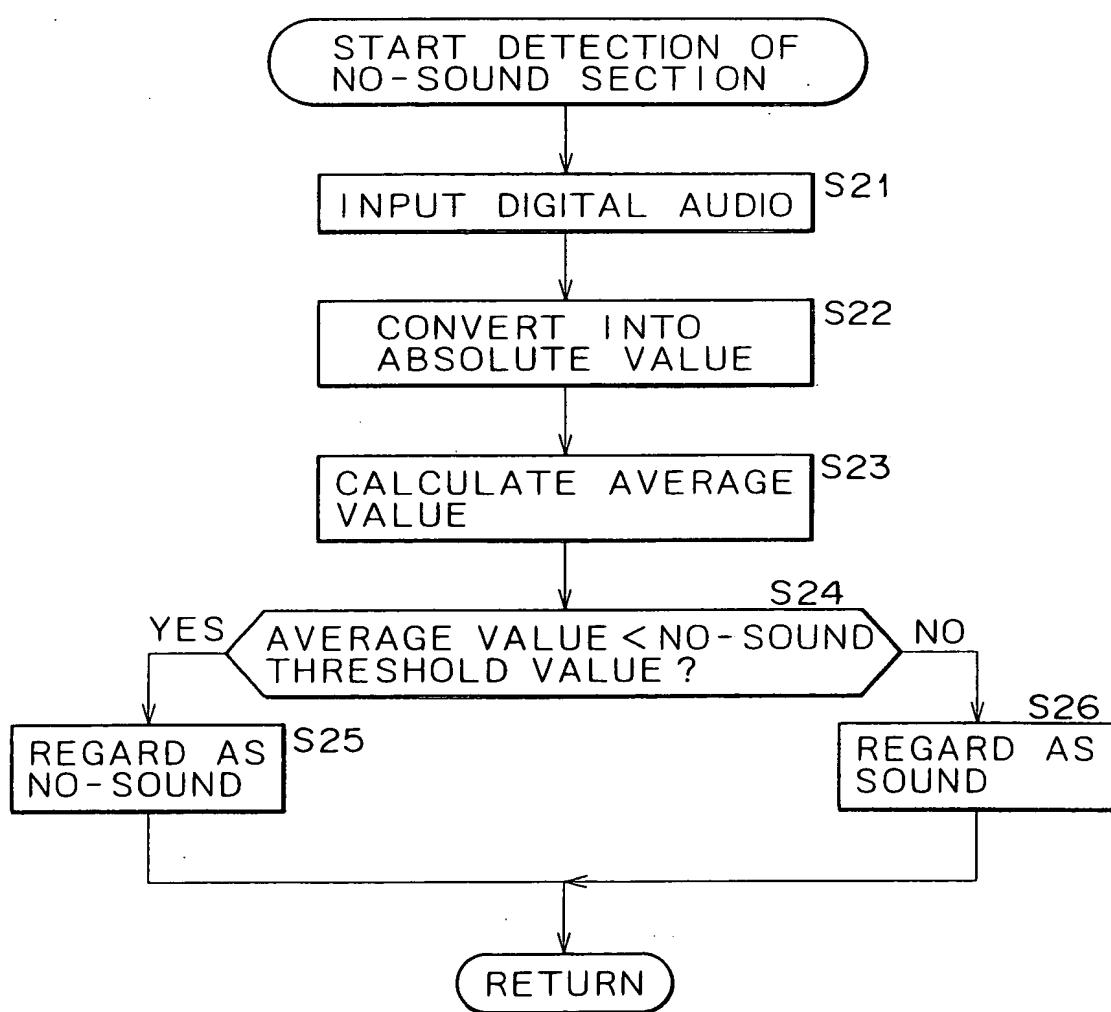
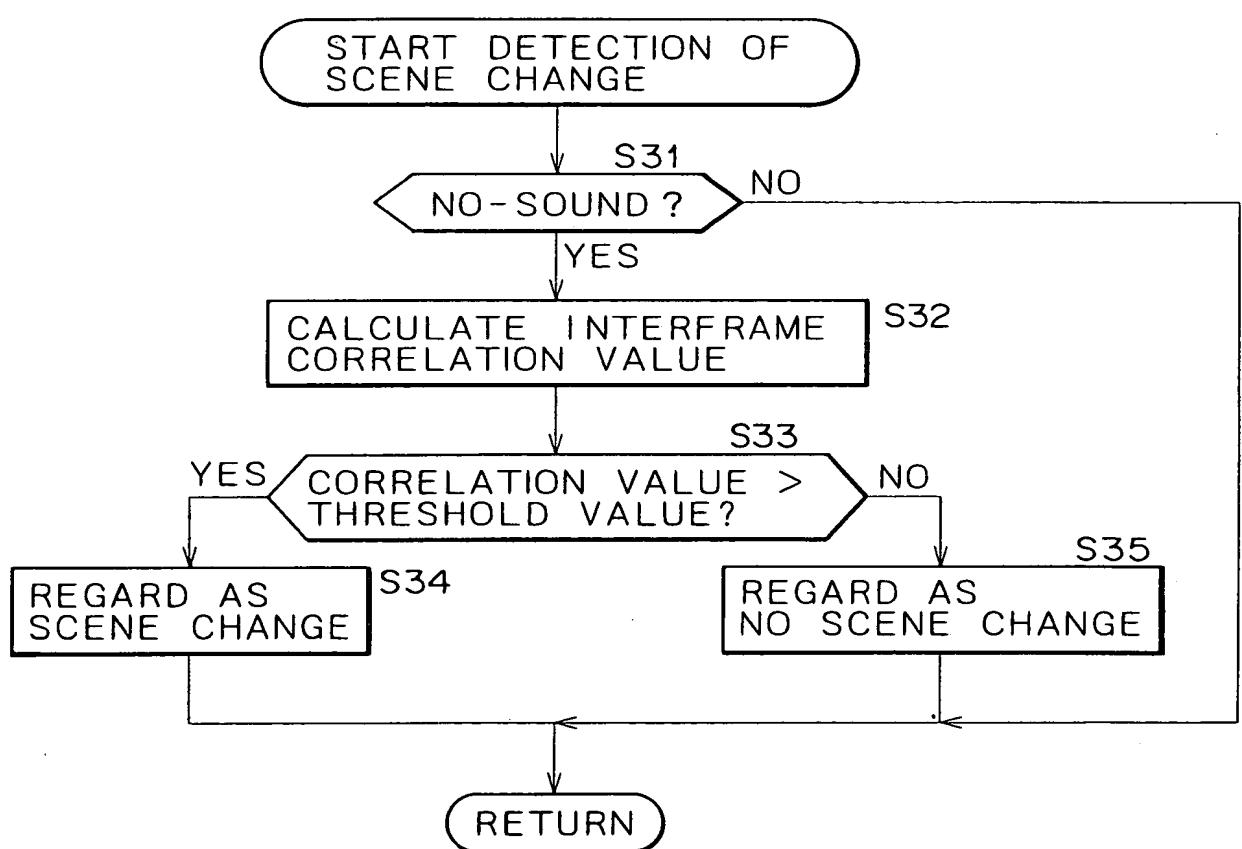
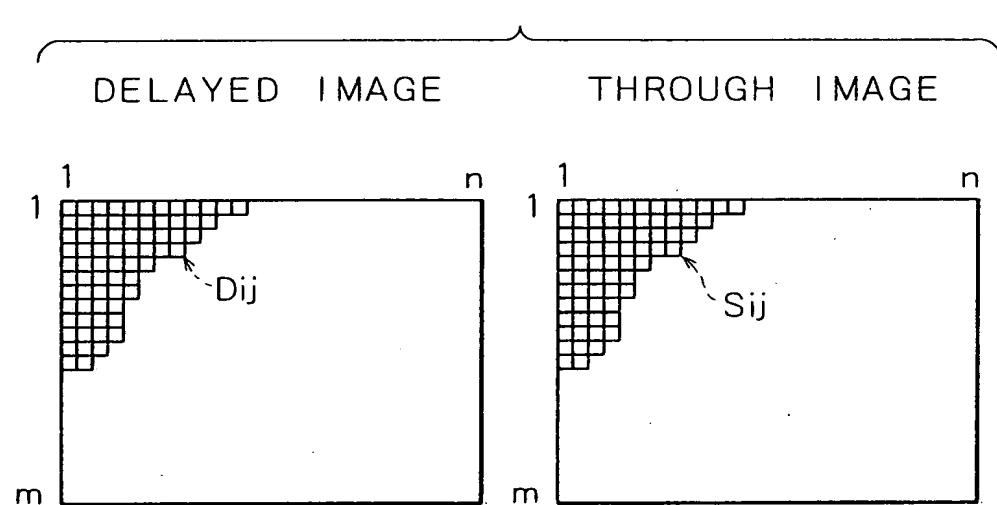


FIG. 9

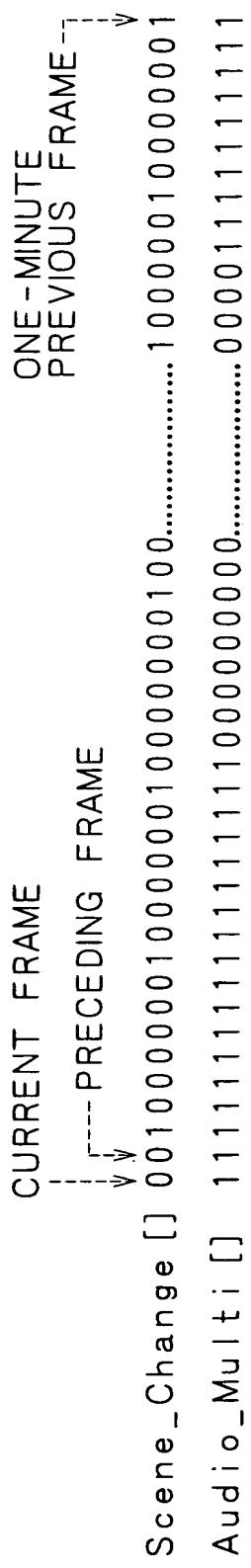


F I G. 10

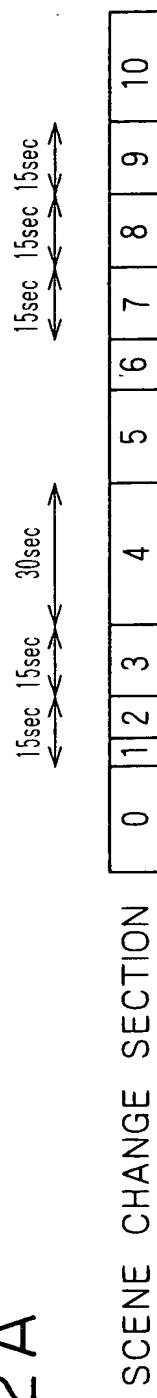


$$E = \sum_{i=1}^n \sum_{j=1}^m | D_{ij} - S_{ij} |$$

F - G. 1



F I G. 12 A



F I G. 12 B



F I G. 12 C



FIG.13

	CURRENT FRAME	PRECEDING FRAME	ONE-MINUTE PREVIOUS FRAME
No_Sound []	0111000110000111000011000.....	00001111000011.....	00001111000011.....
Scene_Change []	0010000010000000100000001000.....	100000100000001000.....	100000100000001000.....
Audio_Multi []	11111111111100000000.....	00001111111111111111.....	00001111111111111111.....

FIG. 14 A

NO-SOUND



FIG. 14 B

SCENE CHANGE



FIG. 14 C

(A) AND (C)

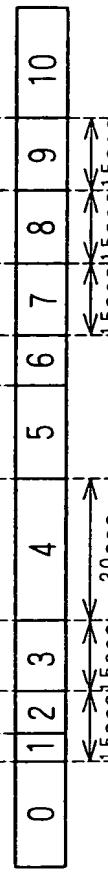


FIG. 14 D

GROUP

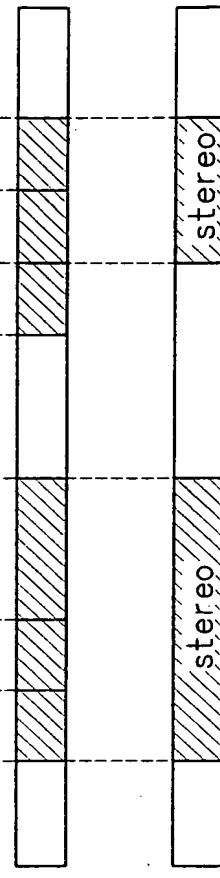


FIG. 14 E

AUDIO MODE

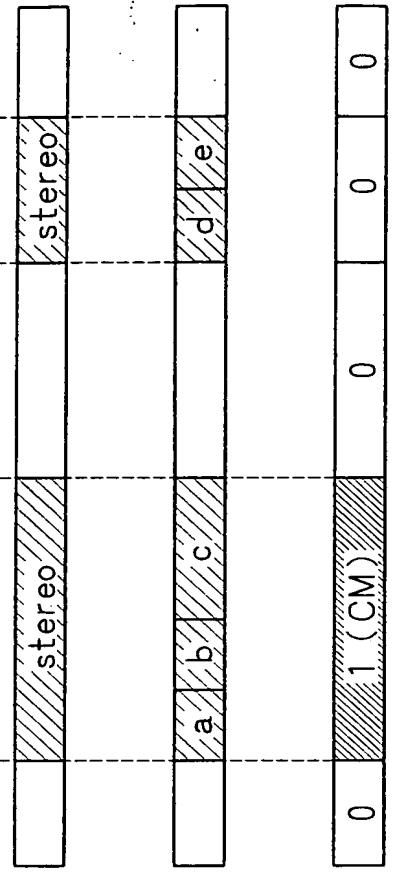


FIG. 14 F

CM CANDIDATE
SECTION

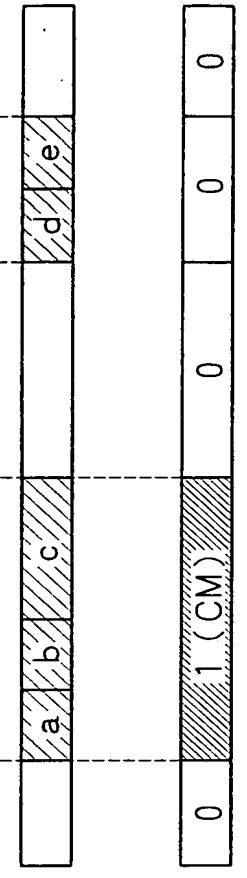
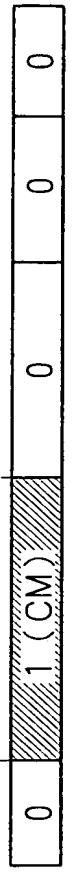
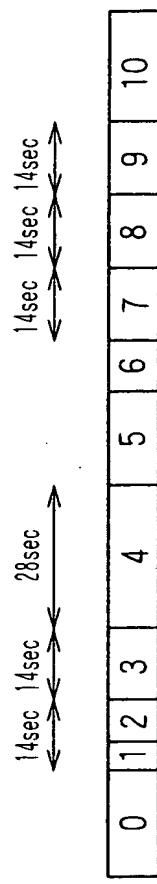


FIG. 14 G

RESULT OF
CM DECISION



F | G. 15 A



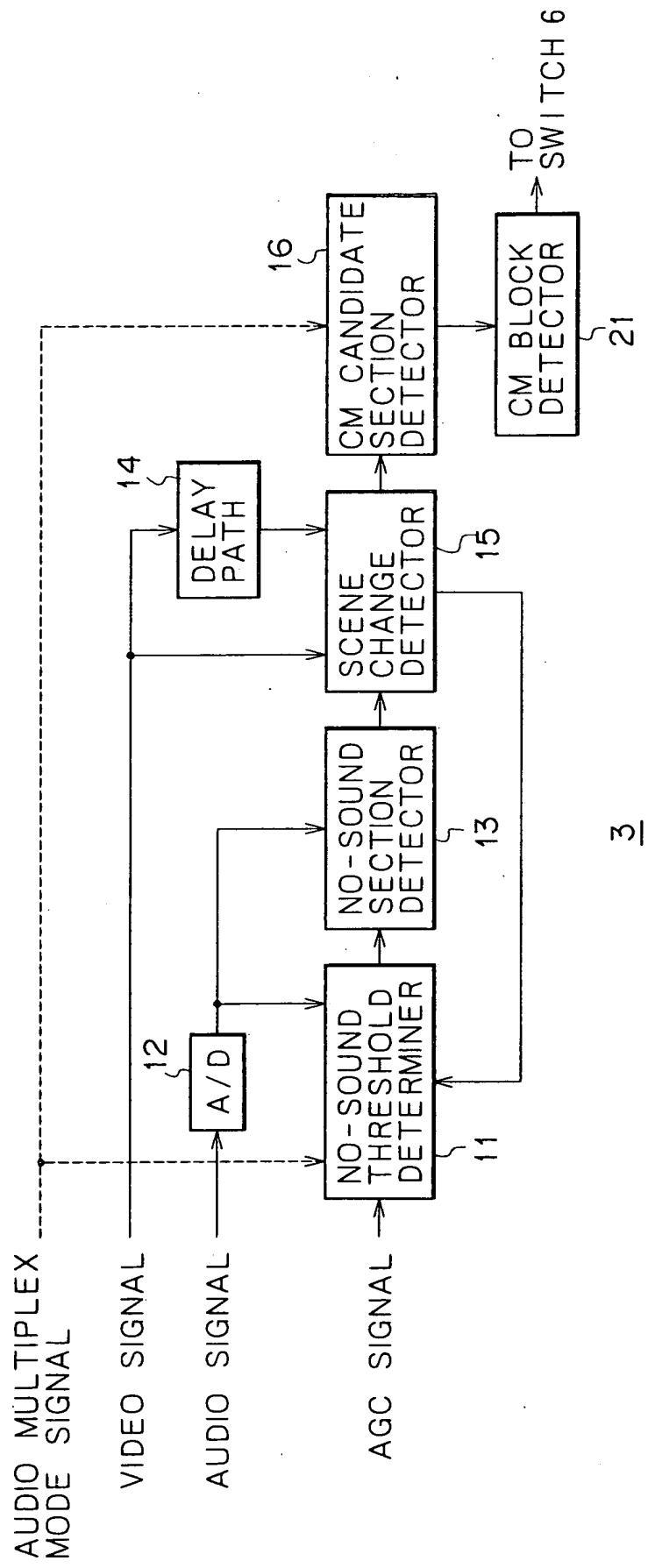
F | G. 15 B



F | G. 15 C



FIG. 16



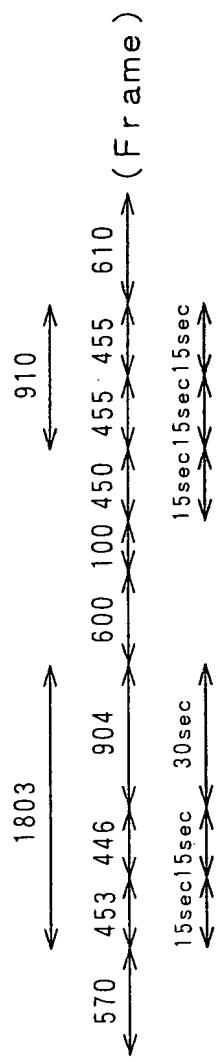


FIG. 17A QUIET SCENE CHANGE SECTIONS

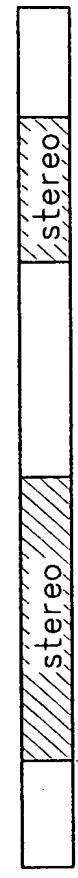
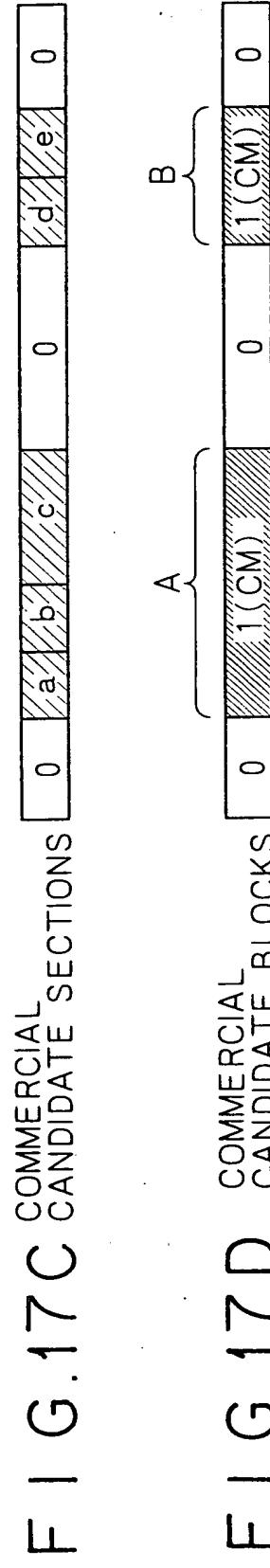
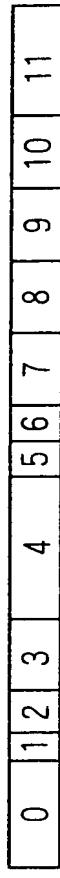


FIG. 17B AUDIO MULTIPLEX MODE SECTIONS



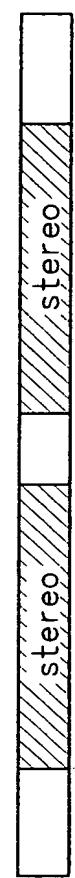
F | G .18 A

QUIET SCENE
CHANGE SECTIONS



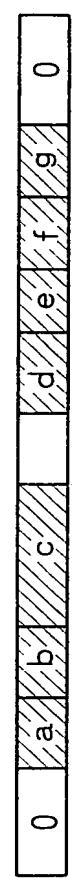
F | G .18 B

AUDIO MULTIPLEX
MODE SECTIONS



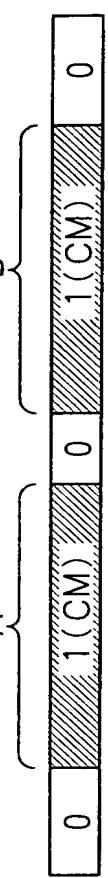
F | G .18 C

COMMERCIAL
CANDIDATE SECTIONS



F | G .18 D

COMMERCIAL
CANDIDATE BLOCKS



F | G .18 E

COMMERCIAL
BLOCK



F I G.19

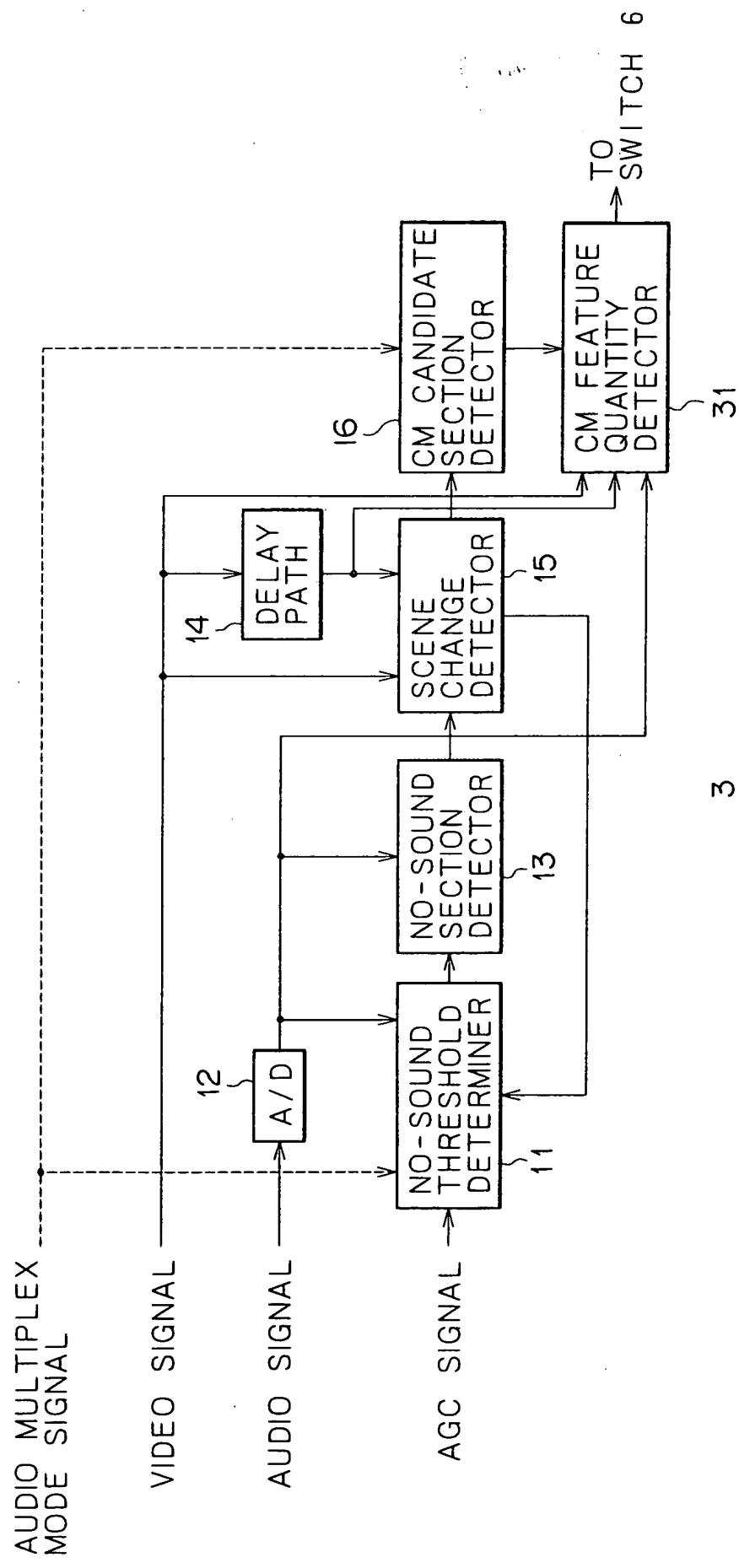


FIG. 20

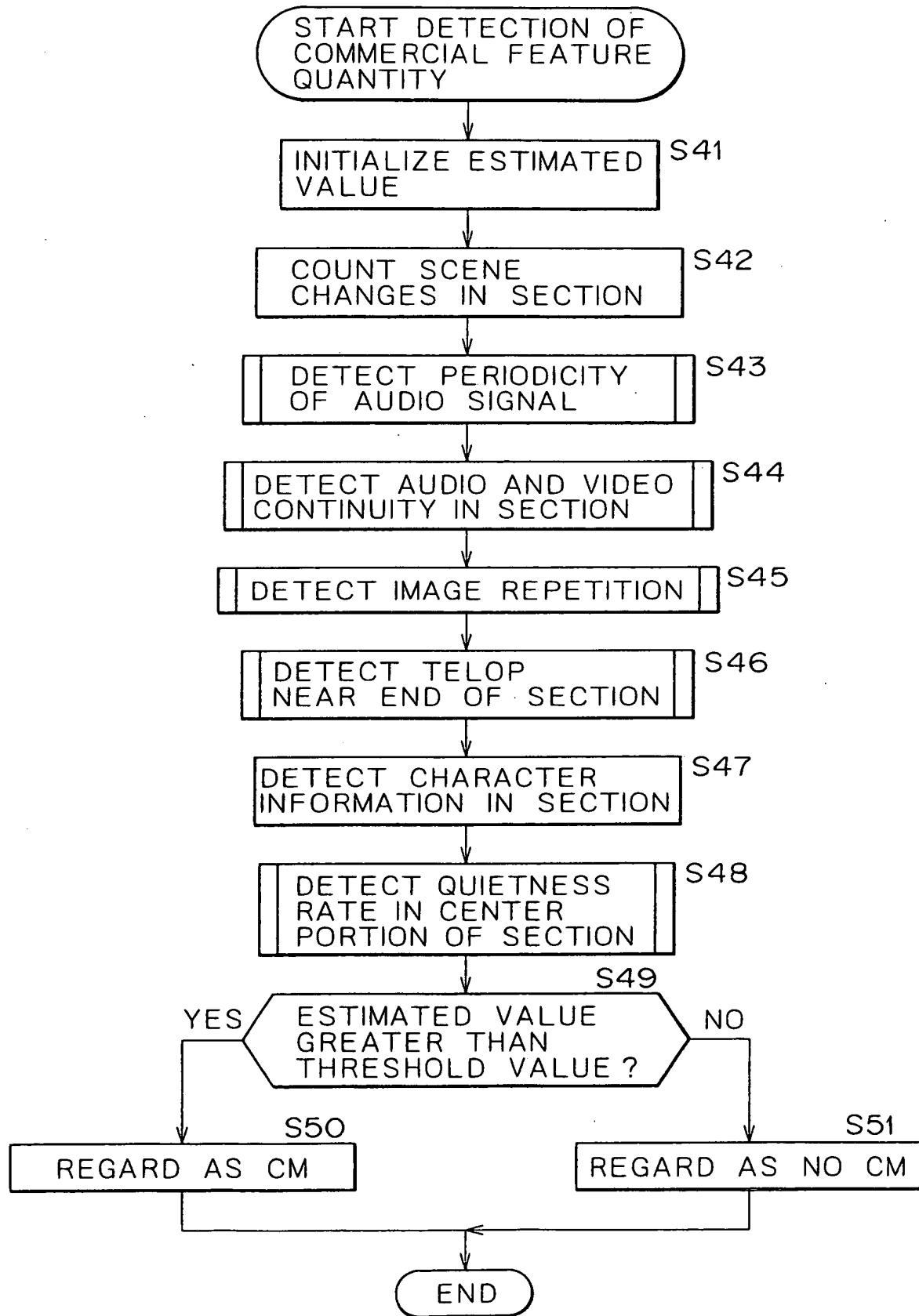
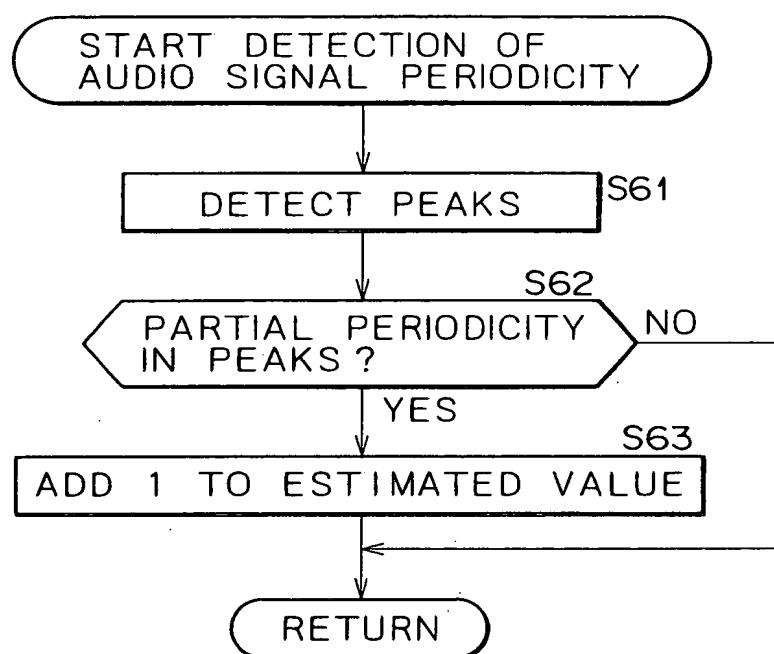


FIG. 21



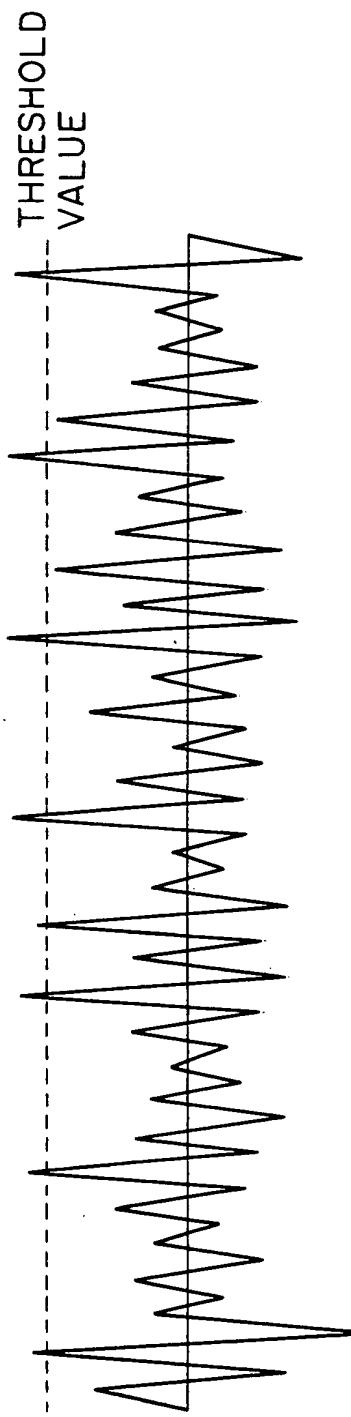


FIG. 22A

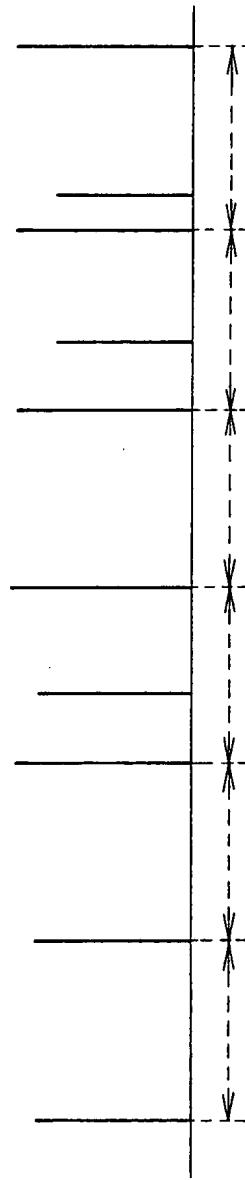


FIG. 22B

FIG. 23

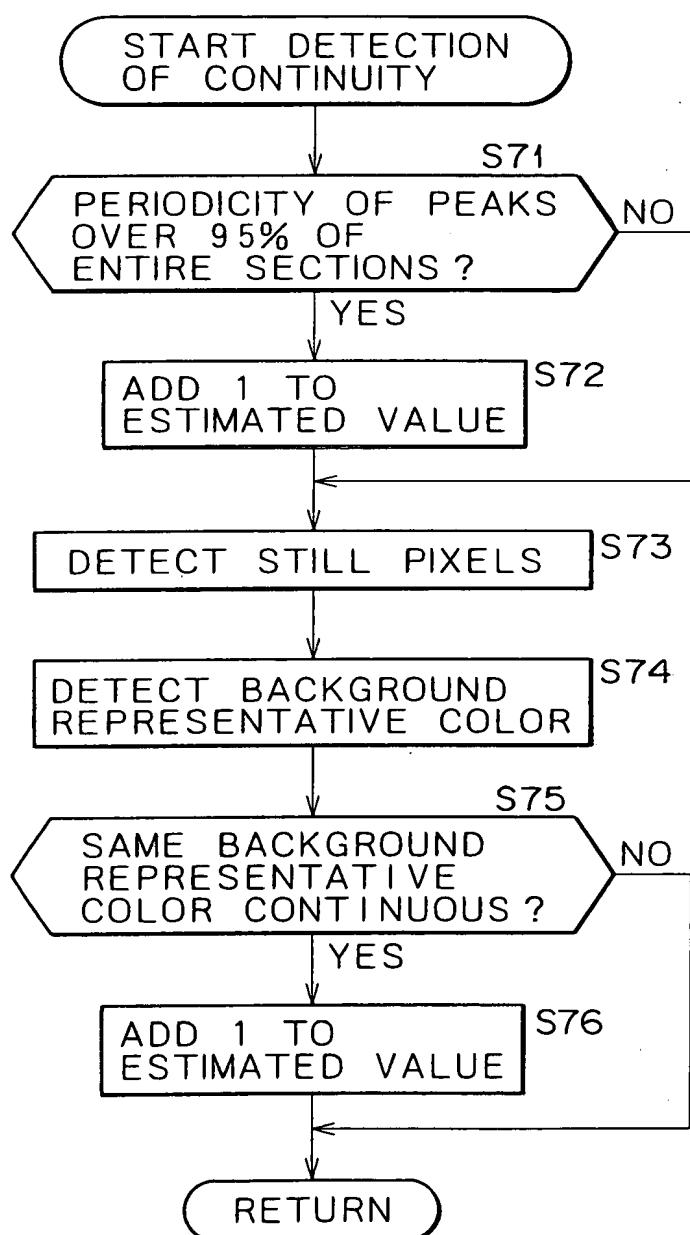
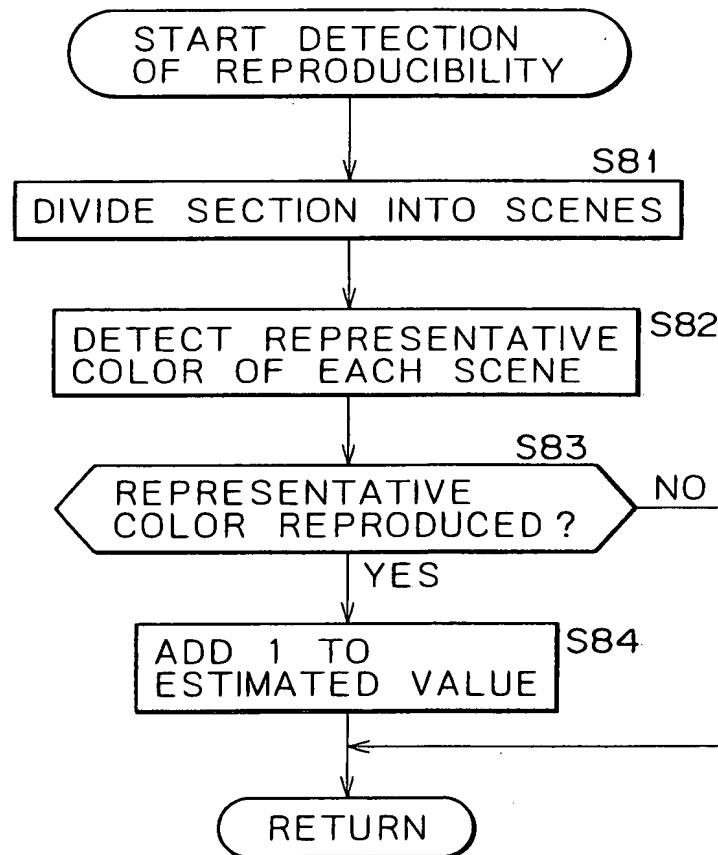


FIG. 24



F I G. 25

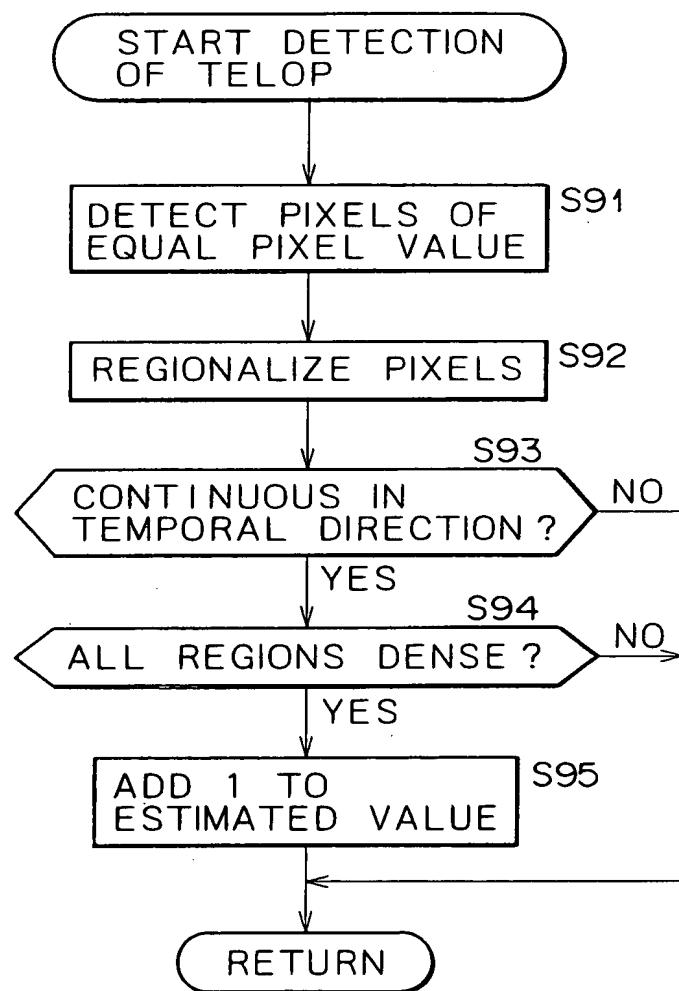


FIG. 26A

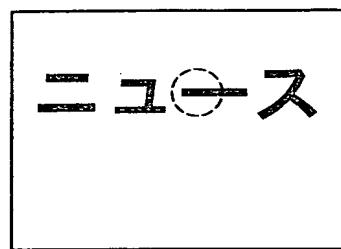


FIG. 26B

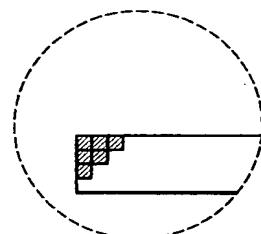


FIG. 26C

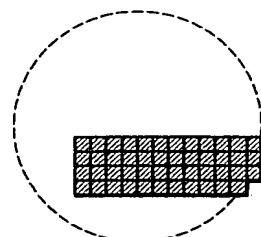


FIG. 27

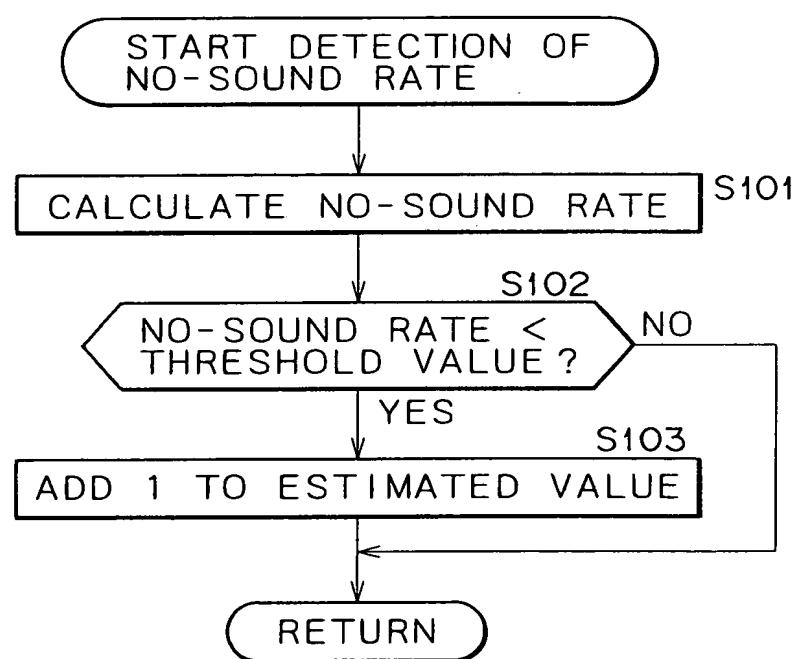


FIG. 28

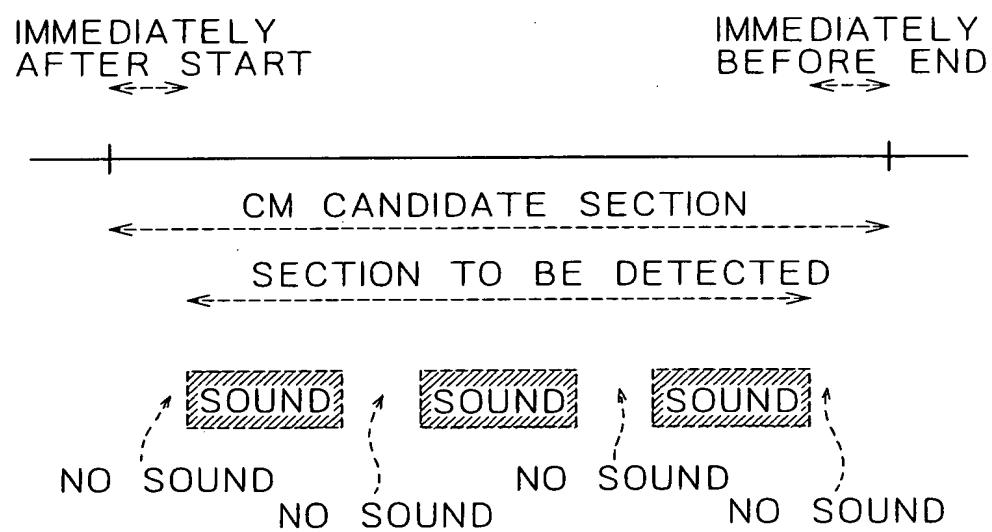


FIG. 29

